COSMERE®
ROLEPLAYING GAME

| CHARACTER NAME | LEVEL |
|---|---|
| | 1 |
| **PATHS** | **ANCESTRY** |
| Warrior (Soldier) | Human |

PLAYER NAME

## PHYSICAL

| STRENGTH | DEFENSE | SPEED |
|---|---|---|
| 3 | 16 | 3 |

HEALTH MAXIMUM: 13 | CURRENT: | 0 DEFLECT

## COGNITIVE

| INTELLECT | DEFENSE | WILLPOWER |
|---|---|---|
| 1 | 13 | 2 |

FOCUS MAXIMUM: 4 | CURRENT:

## SPIRITUAL

| AWARENESS | DEFENSE | PRESENCE |
|---|---|---|
| 2 | 13 | 1 |

INVESTITURE MAXIMUM: | CURRENT:

| | | |
|---|---|---|
| 3 | AGILITY (SPD) | ○○○○○ |
| 5 | ATHLETICS (STR) | ●●○○○ |
| 3 | HEAVY WEAPONRY (STR) | ○○○○○ |
| 3 | LIGHT WEAPONRY (SPD) | ○○○○○ |
| 3 | STEALTH (SPD) | ○○○○○ |
| 3 | THIEVERY (SPD) | ○○○○○ |
| | _____ (___) | ○○○○○ |

| | | |
|---|---|---|
| 1 | CRAFTING (INT) | ○○○○○ |
| 1 | DEDUCTION (INT) | ○○○○○ |
| 4 | DISCIPLINE (WIL) | ●●○○○ |
| 2 | INTIMIDATION (WIL) | ○○○○○ |
| 1 | LORE (INT) | ○○○○○ |
| 1 | MEDICINE (INT) | ○○○○○ |
| | _____ (___) | ○○○○○ |

| | | |
|---|---|---|
| 1 | DECEPTION (PRE) | ○○○○○ |
| 2 | INSIGHT (AWA) | ○○○○○ |
| 1 | LEADERSHIP (PRE) | ○○○○○ |
| 2 | PERCEPTION (AWA) | ○○○○○ |
| 1 | PERSUASION (PRE) | ○○○○○ |
| 3 | SURVIVAL (AWA) | ●○○○○ |
| | _____ (___) | ○○○○○ |

| LIFTING CAPACITY | MOVEMENT | RECOVERY DIE | SENSES RANGE |
|---|---|---|---|
| 500 lb. | 30 ft. | 1d6 | 10 ft. |

### CONDITIONS & INJURIES

### EXPERTISES

**[Cultural] Alethi, Herdazian:** You speak these languages, and you know basic facts and can make tests to recall obscure information about these cultures.

**[Weapon] Unarmed Attack:** You can benefit from this weapon's expert traits (included).

### WEAPONS

**Unarmed Attack** - Melee
+5 vs. Physical (1d4 + 5 impact damage)
- *Momentum: If you moved 10 feet toward your target, gain an advantage*
- *Offhand: Offhand attacks only cost 1 focus*

### TALENTS

**VIGILANT STANCE (▶)**
While in this stance, reduce the focus cost of your Dodge and Reactive Strike reactions by 1, and you can enter a different stance you know as ▹. You can only be in one stance at a time. (Note: This character knows no other stances, but can gain stance talents as they level up.)

**CAUTIOUS ADVANCE (▶▶)**
Move up to half your movement rate (15 ft.), ignoring difficult terrain, then gain ▶▶ that can only be used to Gain Advantage or to Brace.

# STORMLIGHT™ CAMPAIGN SETTING

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|---|---|---|
| 2 | 13 | 1 |

### CHARACTER APPEARANCE

### OTHER TALENTS & ABILITIES

### ARMOR & EQUIPMENT

Prisoner Kit
- Ragged clothing
- Manacles: *Can bind the wrists or ankles of a Large or smaller character. Can be broken (DC 25 Athletics, or deal 15 damage to them), escaped from (DC 25 Agility), or lockpicked (DC 20 Thievery).*

MARKS 0

### PURPOSE

### OBSTACLE

### GOALS

_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
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_____ ○○○
_____ ○○○
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### NOTES

Not only the elite are warriors in Alethkar. Whenever war breaks out, citizens of all ranks are recruited—or drafted—to serve in armies. Alethkar's most recent military venture is the so-called War of Reckoning against the listeners of the Shattered Plains. On both sides of this conflict, countless soldiers have become unwilling participants in a war they don't desire. The least fortunate are conscripted into **bridge crews**, carrying heavy wooden bridges to span the chasms of the Shattered Plains.

At level 2, to advance this character, gain:
- 5 health
- 1 rank in Survival and 1 rank in Perception (increasing the modifiers by 1)
- The First Ideal talent for your chosen Radiant path (see "Connections")

### CONNECTIONS

**Radiant Spren**
A strange spren is following you, and you've begun to form a connection with them. When you learn more about your spren, write its type, name, and associated Radiant path below. If you later choose the key talent for that path, immediately check two boxes for that talent's "Speak the First Ideal" goal.

Spren Type: _____

Spren Name: _____

Radiant Path: _____